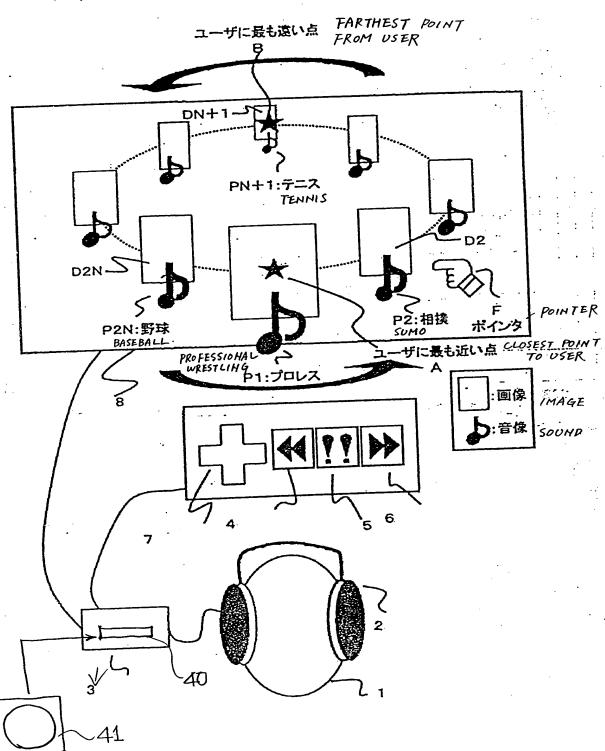
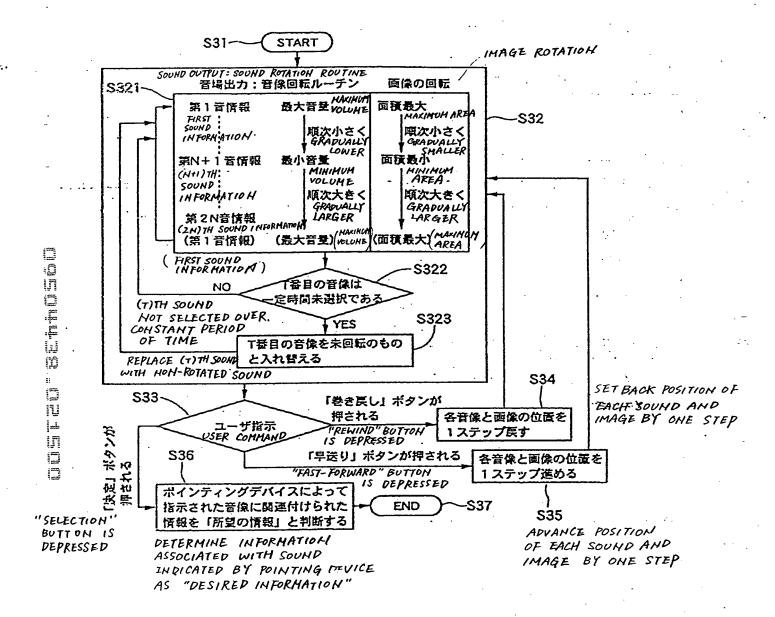


FIG. 3





サニスの音像
SOUND OF
TENNIS

- 先頭 HEAD

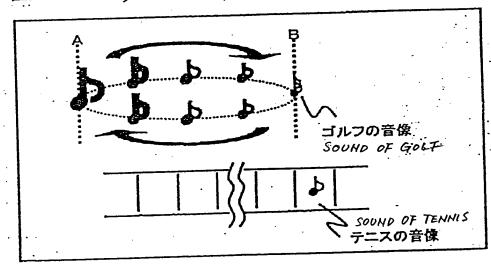
QUEUE OF SOUND
MOT YET POTATEP Q.

コルフの音像
SOUND OF GOLF

未回転音像キュー Q

. COSOULES FOLISCO

FIG. SA



F19.50

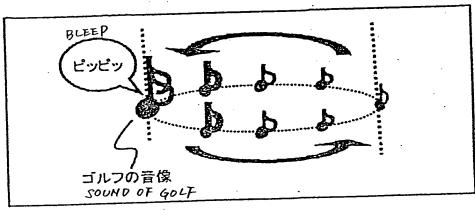


FIG. 6A スポーン SPORTS 映画 3 MOVIE nggnutang FG121500 ドラマ DRAMA 音楽 MUSIC 野球 BASE BALL プロレス PROFESSIONAL WRESTLING フ テニス ^{TENNIS} 相挨 SUHO F19.60 西武 vs 近鉃 LIONS VERSUS BUFFALOES 巨人 vs 阪神 GIANTS VERSUS TI GERS 中日 vs ヤクルト DRAGONS VERSUS SWALLOWS 横浜 vs 広島 BAYSTARS VERSUS CARPS

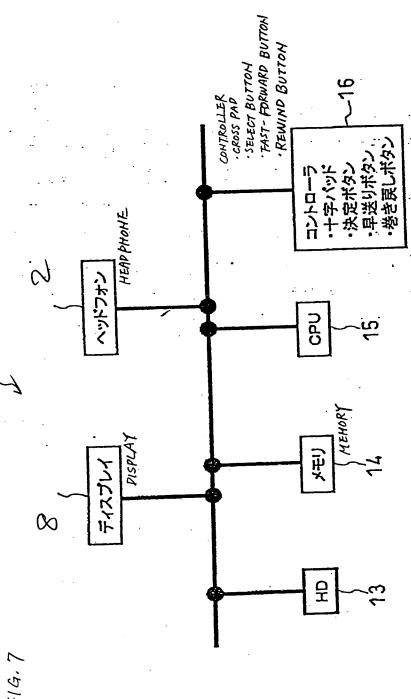
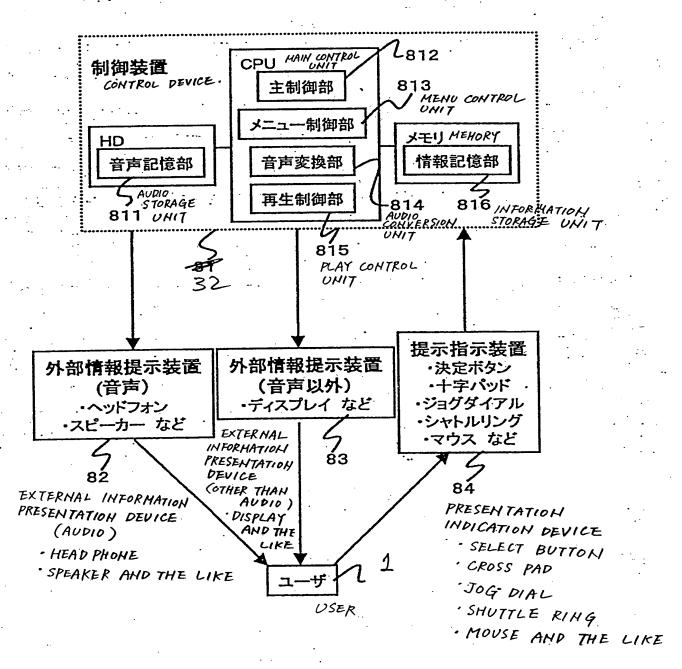
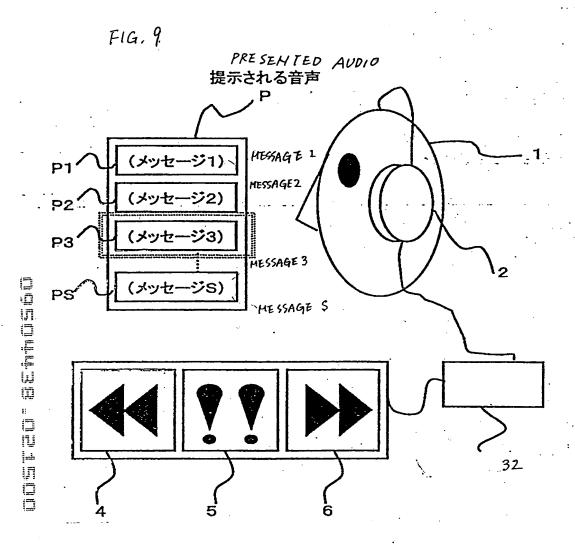
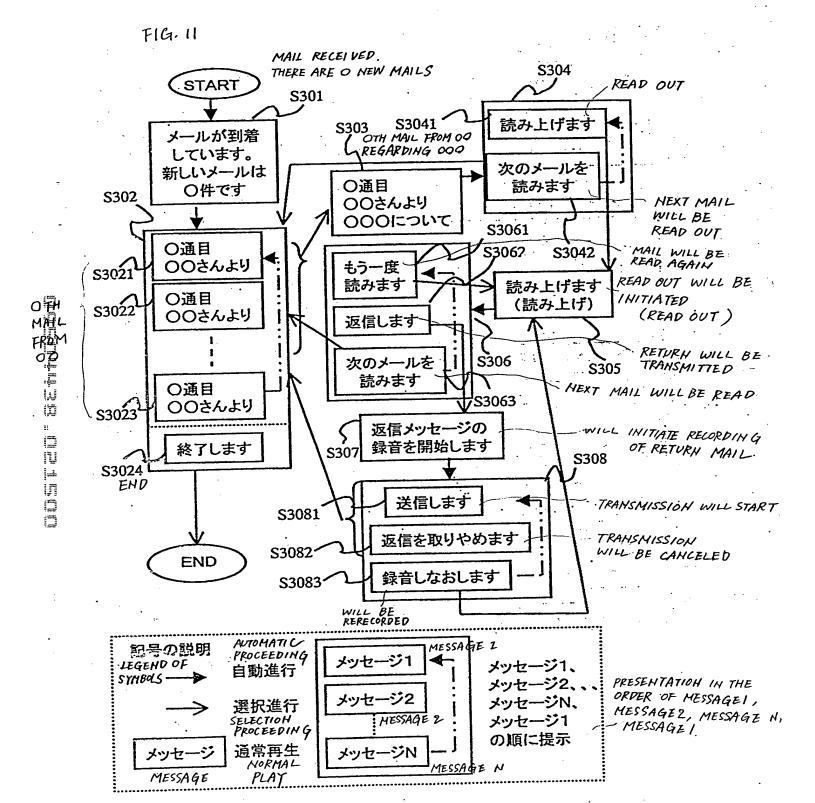


FIG. 8





F1G. 10 START S201 TOTAL HUMBER OF AUDID INFORMATION: S 1 全音声情報数:S N **\$202** P(N)を提示開始 INITIATE PRESENTATION OF PCW) S208 S203 BUTTON IMMEDIATELY EHD P(N)の提示を DEPRESSED ボタンが PRESENTATION OF PCN) すぐに終了 押された S204 S209 END OF PRESENTATION OF P(H) FORWARD BUTTOH DEPRESSED BUTTOH 押されたボタ 送りボタン P(N)の提示終了 S205 REWIND民 SELECT BUTTON BUTTON S210. タン N→N+1 S211 N-N+1 S213. DETERMINATION MADE THAT PCH) N:S P(N)が S212 IS DESIRED 所望の情報源であると INFORMATION S2,07 S206 判断する SOURCE N-→1 N-S-1 **END** S214



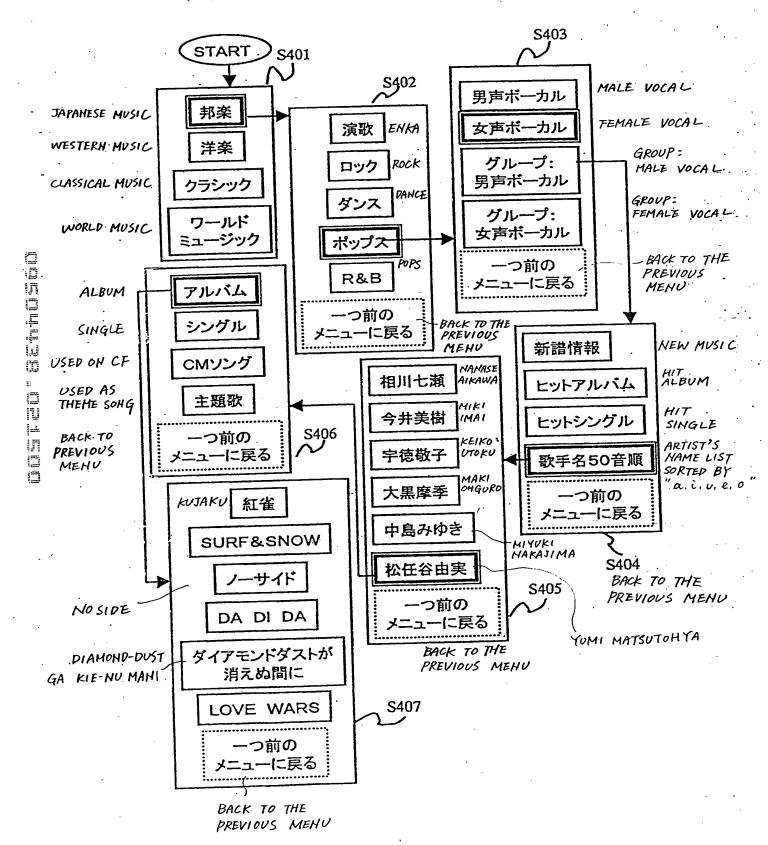
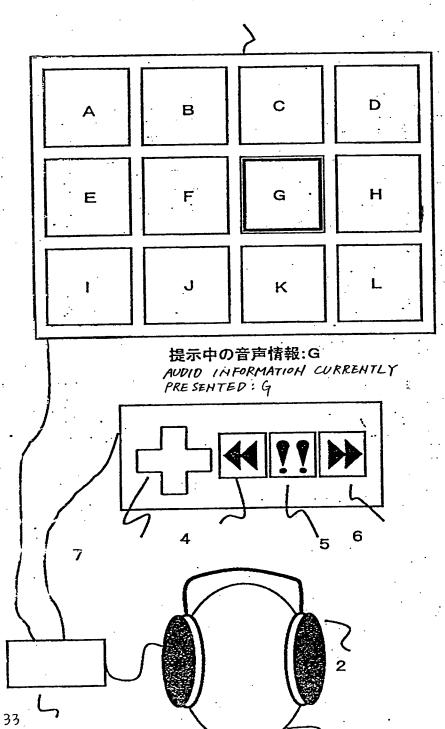
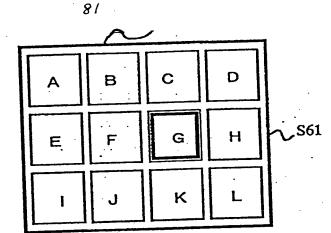


FIG. 13

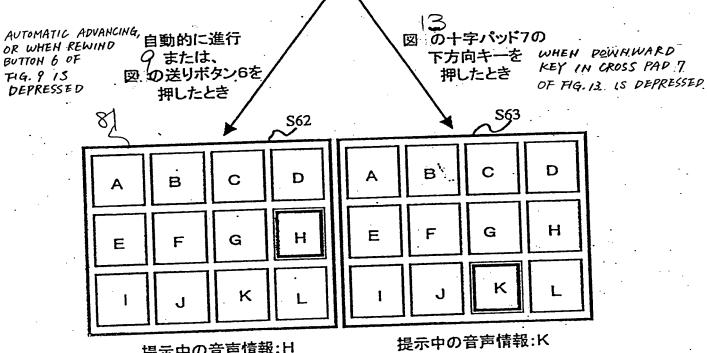


F1G. 14



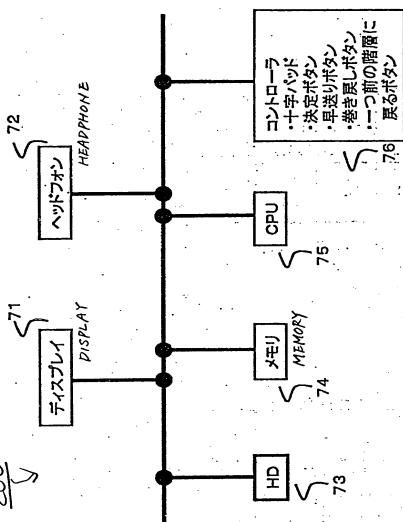
AUPIO INFORMATION

提示中の音声情報:G CORRENTLY PRESENTED: G



提示中の音声情報:H AUDIO INFORMATIOH CURREHTLY PRESENTED:H

短水中の日戸1月刊・ハ AUDIO INFORMATION CURRENTLY PRESENTED:K



CONTROLLER

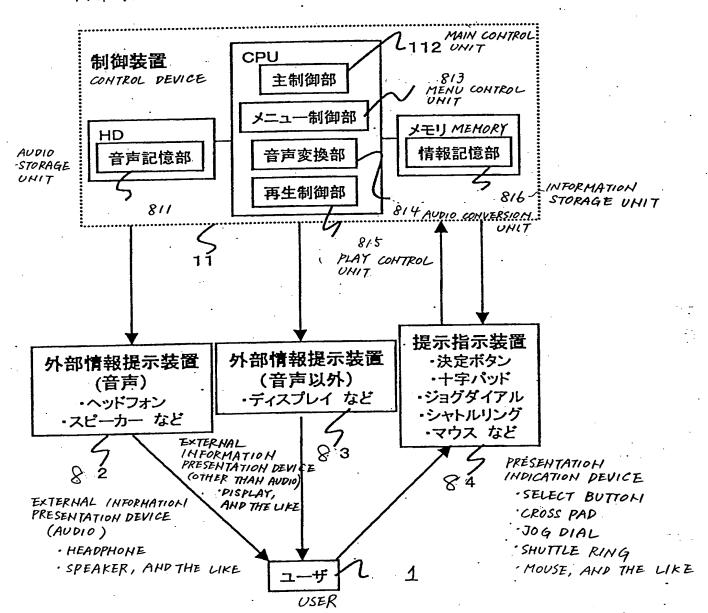
. CROSS PAP . . SELECT BUTTOH

· FAST - FORWARD BUTTOH

REWIND BUTTOH

· BUTTOH TO RETURY TO ONE PREVIOUS HIERARCHY

FIG. 16



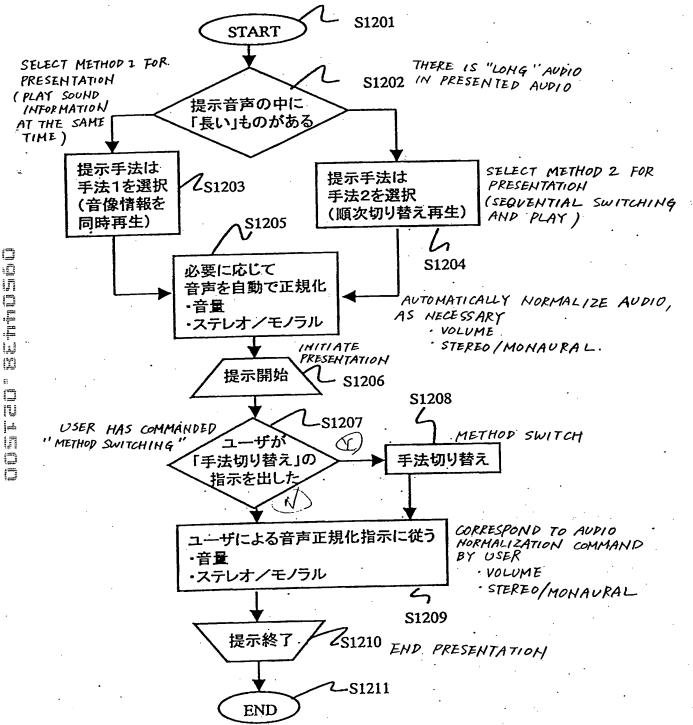
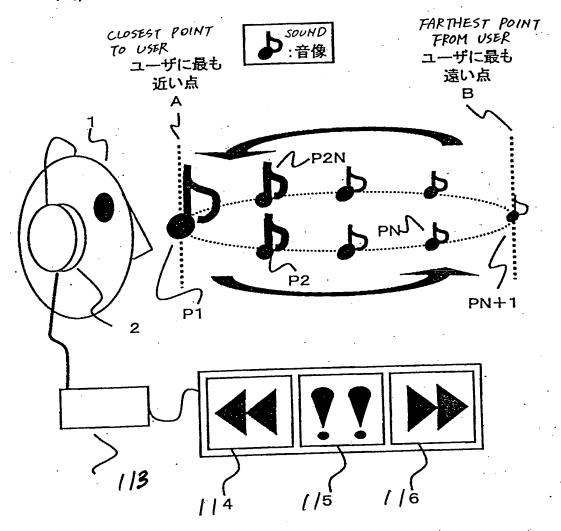
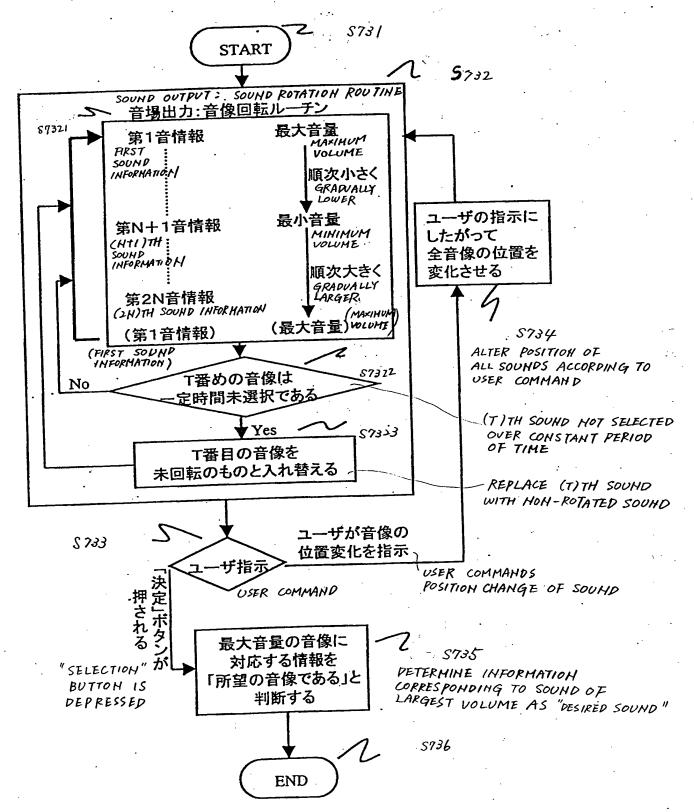


FIG. 18



"F19-19



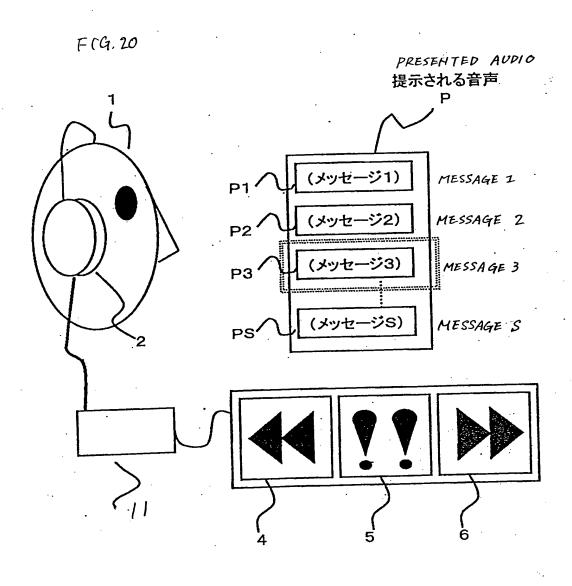
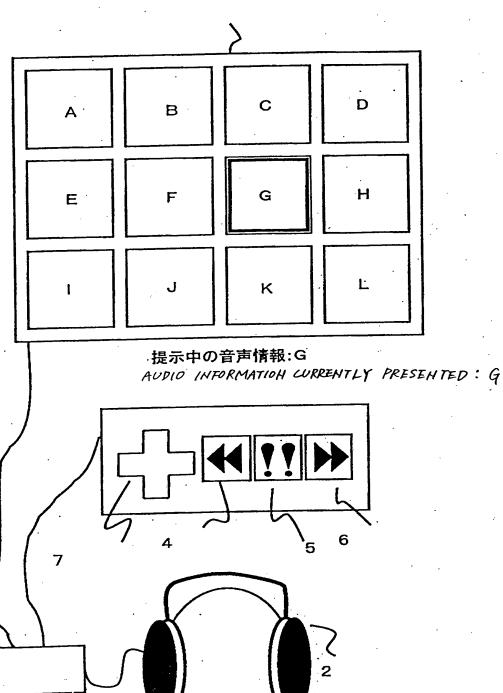
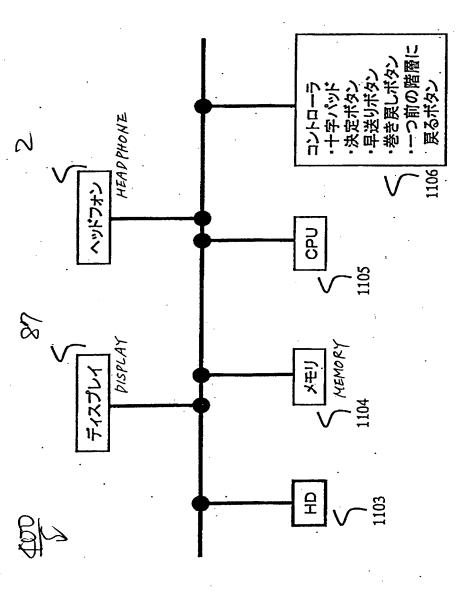


FIG. 21 TARTHEST POINT FROM USER: ユーザに最も遠い点 DN+1 PN+1 F ~ ポインタ POINTER P2N ザに最も近い CLOSEST POINT TO USER P1 87 画像 IMAGE SOUND 6. **`**5

FIG. 22







CONTROLLER

· CROSS PAD

· SELECT BUTTOH

. FAST- FORWARD BUTTOH

· REWIHD BUTTOH

OHE PREVIOUS HIERARCHY · BUTTOH TO RETURN TO



